

L Number	Hits	Search Text	DB	Time stamp
1	7	"5999185"	USPAT; US-PGPUB	2004/04/02 18:05
-	1	cubemap	USPAT; US-PGPUB	2004/04/02 12:59
-	1	cubemap\$	USPAT; US-PGPUB	2003/09/17 11:48
-	204	(cube or cubic) near5 map	USPAT; US-PGPUB	2003/09/17 11:52
-	23	(cube or cubic) near5 map and shadow	USPAT; US-PGPUB	2003/09/17 18:01
-	4	(cube or cubic) near5 map\$ and "soft shadow"	USPAT; US-PGPUB	2003/09/26 17:20
-	59	(cube or cubic) near5 map\$ and shadow\$	USPAT; US-PGPUB	2003/09/23 15:04
-	51	(foran or snyder or murata).in. and cube	USPAT; US-PGPUB	2003/09/17 18:02
-	8	(foran or snyder or murata).in. and cube and shadow	USPAT; US-PGPUB	2003/09/23 13:26
-	5388	(foran or snyder or murata).in.	USPAT; US-PGPUB	2003/09/26 13:33
-	241	(cube or cubic or environment\$) near5 map\$ and shadow\$	USPAT; US-PGPUB	2003/09/25 14:30
-	198	environment\$ near5 map\$ and shadow\$	USPAT; US-PGPUB	2003/09/23 15:05
-	161	(cube or cubic or environment\$) near5 map\$ and shadow\$ and light	USPAT; US-PGPUB	2003/09/23 17:21
-	94	(cube or cubic or environment\$) near5 map\$ and shadow\$ and "light source"	USPAT; US-PGPUB	2003/09/23 15:14
-	0	(cube or cubic or environment\$) near5 map\$ and shadow\$ and "light source" and orthagon\$	USPAT; US-PGPUB	2003/09/23 15:10
-	24	(cube or cubic or environment\$) near5 map\$ and shadow\$ and "light source" and orthogon\$	USPAT; US-PGPUB	2003/09/23 15:16
-	8	(cube or cubic or environment\$) near5 map\$ and "soft shadow"	USPAT; US-PGPUB	2003/09/23 17:45
-	0	disable near5 (light\$ and color and texture) same depth	USPAT; US-PGPUB	2003/09/25 14:31
-	0	disable same light\$ same color same texture same depth	USPAT; US-PGPUB	2003/09/25 14:32
-	9	disable\$ same light\$ same color same texture same depth	USPAT; US-PGPUB	2003/09/25 14:35
-	10	disable\$ same light\$ same color same texture same (depth or z-\$11)	USPAT; US-PGPUB	2004/04/02 13:07
-	38	"stencil buffer" and shadow	USPAT; US-PGPUB	2003/09/25 16:19
-	3	"stencil buffer" and "soft shadow"	USPAT; US-PGPUB	2003/09/25 16:08
-	2	"stencil buffer" and shadow and (cube or cubic) near5 map	USPAT; US-PGPUB	2003/09/26 13:31
-	36	"stencil buffer" and shadow and (texture or texel)	USPAT; US-PGPUB	2003/09/25 16:35
-	61	(foran).in.	USPAT; US-PGPUB	2003/09/26 13:38
-	6	(foran).in. and map\$.ti.	USPAT; US-PGPUB	2003/09/26 13:39
-	1	5805782.pn.	USPAT; US-PGPUB	2003/09/26 13:39
-	1	6252608.pn.	USPAT; US-PGPUB	2003/09/30 15:02
-	11	soft adj shadow and normal\$ adj vector	USPAT; US-PGPUB	2003/09/29 11:07
-	52	(cube or cubic) same light same shadow	USPAT; US-PGPUB	2003/09/29 11:55
-	2	345/422.ccls. and disable\$2 same texture and z-\$11	USPAT; US-PGPUB	2003/09/30 13:03
-	29	345/\$.ccls. and disable\$2 with textur\$5 and z-\$11	USPAT; US-PGPUB	2003/09/30 09:22
-	2	345/422.ccls. and disable\$2 same texture	USPAT; US-PGPUB	2003/09/29 16:35

-	44	345/422.ccls. and (disable\$2 or off or without) same texture	USPAT; US-PGPUB	2003/09/30 09:23
-	24	345/422.ccls. and (disable\$2 or off or without) with texture	USPAT; US-PGPUB	2003/09/30 09:03
-	3	stencil adj buffer and soft adj shadow	USPAT; US-PGPUB	2003/10/01 10:48
-	6	stencil and soft adj shadow	USPAT; US-PGPUB	2003/09/30 09:11
-	38	"stencil buffer" and shadow	USPAT; US-PGPUB	2003/09/30 17:15
-	308	345/422.ccls.	USPAT; US-PGPUB	2003/09/30 09:16
-	8044	(disable\$2 or off or without) with textur\$	USPAT; US-PGPUB	2003/09/30 09:24
-	88	(disable\$2) with textur\$	USPAT; US-PGPUB	2003/09/30 09:23
-	643	(disable\$2 or off or without) with textur\$ and 345/\$.ccls.	USPAT; US-PGPUB	2003/09/30 10:04
-	24	(disable\$2 or off or without) with textur\$ and 345/422.ccls.	USPAT; US-PGPUB	2003/09/30 09:28
-	0	(disable\$2 or off or without) with textur\$ and 345/\$.ccls. same (z-\$11 or depth)	USPAT; US-PGPUB	2003/09/30 10:05
-	230	(disable\$2 or off or without) with textur\$ same (z-\$11 or depth)	USPAT; US-PGPUB	2003/09/30 10:14
-	23	(disable\$2 or off or without) with textur\$ same (z-\$11 or depth) same test	USPAT; US-PGPUB	2003/09/30 10:12
-	27	(disable\$2 or off or without) with textur\$ same (z-\$11)	USPAT; US-PGPUB	2003/09/30 10:14
-	1014673	345/422.ccls. and disable\$2 or enable\$2	USPAT; US-PGPUB	2003/09/30 13:09
-	8	345/422.ccls. and (disable\$2 or enable\$2) with textur\$5	USPAT; US-PGPUB	2003/09/30 13:11
-	19	345/422.ccls. and (disable\$2 or enable\$2) same textur\$5	USPAT; US-PGPUB	2003/09/30 13:19
-	200	(disable\$2 or enable\$2) same textur\$5 same (z-\$11 or depth)	USPAT; US-PGPUB	2003/09/30 13:20
-	95	(disable\$2 or enable\$2) same textur\$5 same (z-\$11 or depth) and 345/\$.ccls.	USPAT; US-PGPUB	2003/09/30 13:21
-	1	5999185.pn.	USPAT; US-PGPUB	2003/09/30 15:05
-	1	6252608.pn.	USPAT; US-PGPUB	2003/09/30 15:02
-	1	5742749.pn.	USPAT; US-PGPUB	2003/09/30 15:03
-	20	"cross product" with normal\$ with vector and shadow	USPAT; US-PGPUB	2003/10/01 11:08
-	1442	cubemap\$ or ((cube or cubic or environment\$5) near\$ map)	USPAT; US-PGPUB	2004/04/02 13:39
-	3	"stencil buffer" and soft adj shad\$5	USPAT; US-PGPUB	2004/04/02 13:04
-	784	345/422,426.ccls.	USPAT; US-PGPUB	2004/04/02 13:06
-	11	disable\$ same light\$ same color same texture same (depth or z-\$11)	USPAT; US-PGPUB	2004/04/02 13:07
-	2184	(cubemap\$ or ((cube or cubic or environment\$5) near\$ map)) ("stencil buffer" and soft adj shad\$5)	USPAT; US-PGPUB	2004/04/02 13:11
-		345/422,426.ccls. (disable\$ same light\$ same color same texture same (depth or z-\$11)) and @pd>=20031001		
-	1	10/022133	USPAT; US-PGPUB	2004/04/02 13:26